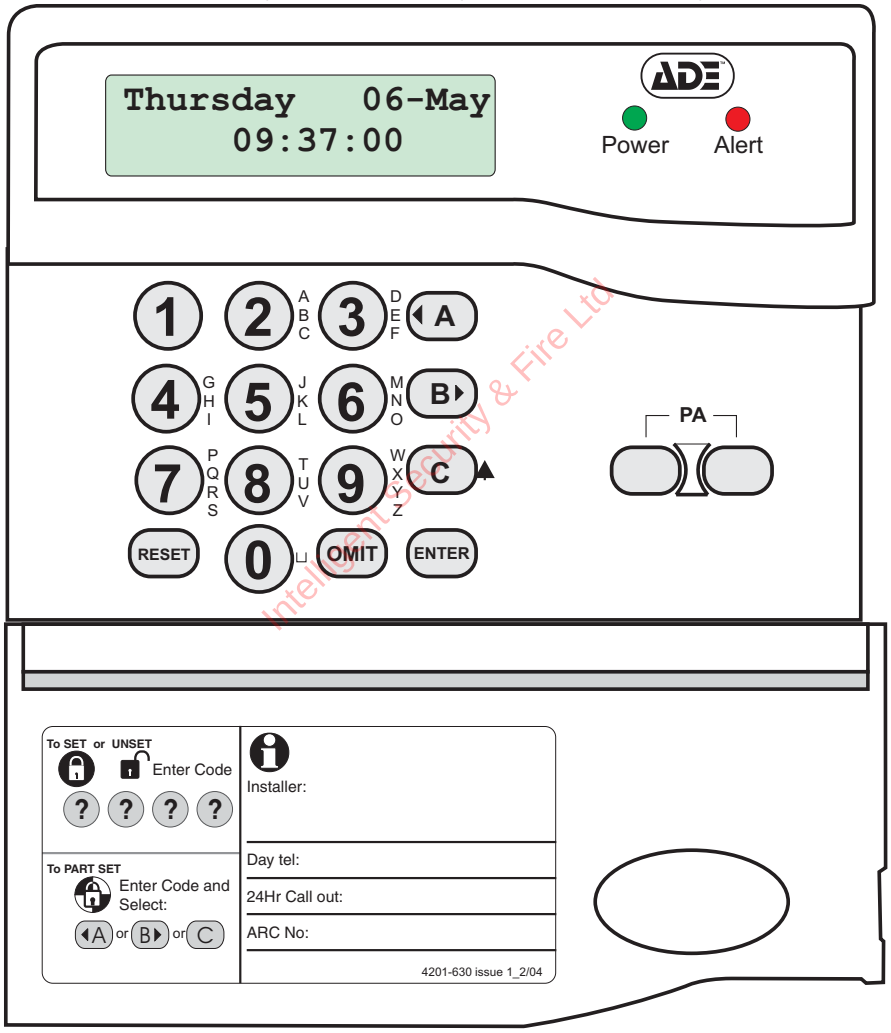
Captiv8-20

Intruder alarm system

Operating instructions

Introduction

The purpose of this booklet is to describe how to operate Captiv8-20 intruder alarm system. Some of the features described in this guide may not be applicable to your installation and should be ignored. The engineer from the alarm company should have completed the System Information in this booklet which gives information specific to your installation. You will need to refer to this as you read these instructions in order to check if certain features have been used. If in any doubt consult your alarm company.



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Alarm company (Installer) name: _____

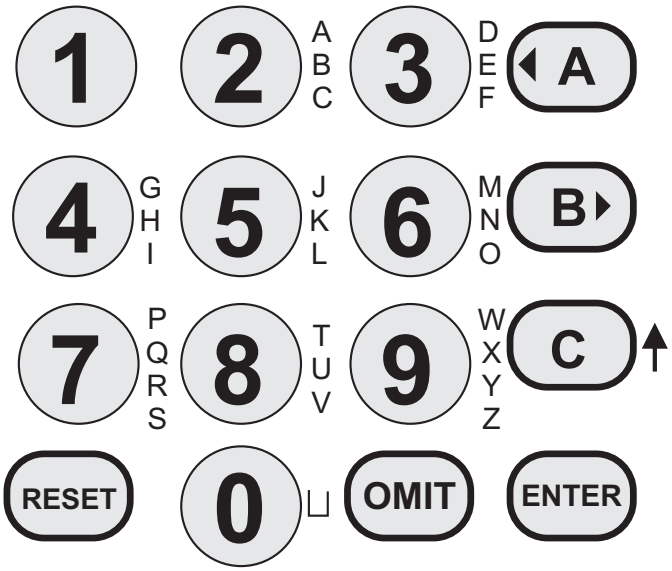
Telephone number: _____

Account number: _____

Installation date: _____

Keys, Entry codes and indications

Keys



You operate your intruder alarm system by means of a keypad. On the right of a key is a label which describes the secondary function of each key. The keys will perform their secondary function when text entry is required, for example to describe users and zones.

Codes

Before you can do anything with Captiv8-20 you will need to key in a code using one of the keypads. There are two types of entry code, which permit different levels of control over the system. Check the System Information to see which codes have been enabled. The different types of codes are:

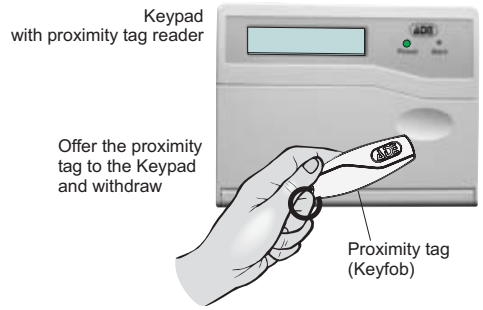
- **Normal** - this code allows the system to be set, unset, and reset after an alarm.
- **Manager** - this code has the same functions as a normal user code, but in addition the manager code can add or delete all other codes, test the system, view the event log, set the time and date, omit 24Hr zones, and set the chime function.

The Codes may be either 4 digit or 6 digit in length, see the System information.

Proximity tag (keyfob)

If your keypad has an integral **proximity tag** reader you can Set, Part Set, if programmed, and Unset the intruder system.

A Keypad having a **proximity tag** reader can be recognised by a depression on the keypad flap.



If you should need further **proximity tags** you should consult your installer, up to 16 maximum **proximity tags** can operate your system.

Indications

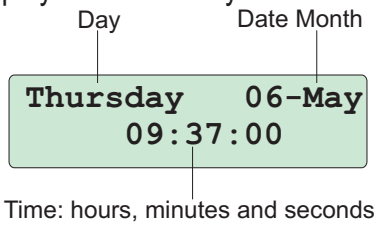
Power The Power indicator will be lit all the time.

Alert The Alert indicator will give a flashing indication of unacknowledged fault(s) in the system.

Alert The Alert indicator will give a steady On indication of fault(s) acknowledgement. All existing faults must be acknowledged before a system can be set.

Alert The Alert indicator will switch Off when the system is Set. If the indicator is Off during Unset condition this means there are no faults present in the system.

Standby display of an Unset system with no faults:



The display and keypad have backlight(s) which are set to illuminate for a short duration when a key is pressed or when the system becomes active. Your installer may have configured the backlight to be On at all times.

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Setting the system

Before fully setting the system

First, check that the premises are physically secure, check to ensure all windows are shut, and all external doors locked. When the premises are completely vacated you should fully set the system.

If your system is configured for police response then it is recommended that you use the proximity tag to set the system.

Prevention of setting

A fault condition such as mains failure or fuse failure will cause the Alert indicator to flash. A fault Alert must be acknowledged before the system can be set. When all the faults have been acknowledged the Alert indicator will change to steady On indication.

To acknowledge fault Alert:
Key in your user code ⓒⓒⓒⓒ to display the first fault. Acknowledge the fault by pressing ENTER button. Repeat the procedure to acknowledge other faults. The system can now be set.

Full Set using a User code or tag

Key in a **normal user code** ⓒⓒⓒⓒ at the keypad nearest the final exit door. Alternatively present a **user proximity tag** to a keypad having a proximity tag reader.

If Part Set programs B or C are enabled then the display will ask you to select how you would like your system set.

```
System Set
Select A B or C
```

Press the ◀ A key to select Program A to fully set the system. If no attempt is made to press the A key the system will automatically select Full Set Program A.

The exit period will start and the inside sounder will produce the exit sound - a pip-pip-pip sound.
You must now vacate the premises by the exit route described in the System information. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. Check your System Information to find out the exit mode of program A.

```
** SYSTEM SET**
```

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Full Set using the Manager code

The system can be fully set using the manager code, the procedures are slightly different to that when using a normal user code.

Key in the **manager code** ???? at the keypad nearest the final exit door.

```
1) Set system?
Ent to Set
```

Press ENTER

If Part Set programs B or C are enabled then the display will ask you to select how you would like your system set.

```
System Set
Select A B or C
```

Press the ◀ A key to select Program A to fully set the system. If no attempt is made to press the A key the system will automatically select Full Set Program A.

The exit period will start and the inside sounder will produce the exit sound - a pip-pip-pip sound. You must now vacate the premises by the exit route described in the System information. The length of time that you have to vacate the premises depends on the exit mode that has been programmed. Check your System Information to find out the exit mode of program A.

```
**SYSTEM SET**
```

Part-Set the System

A part-set allows detection zones in part of the protected premises to be set (turned on), while those in other areas are not set. In a domestic installation it is usual for a part-set to be programmed for use at night time. This would allow the detection zones around the perimeter of the house (doors, windows, etc), and all downstairs detectors to be enabled, while detectors in the bedrooms and on the stairs and landing are disabled.

Captiv8-20 has 2 different part-set programs called B and C. Check your System Information to see if these programs have been enabled. If they have not been enabled then you will not be able to use them.

If a part-set has been enabled you can part-set your system by doing the following: Enter **your code** at a keypad ???? or alternatively present the **proximity tag** to the keypad. The display will ask you to select how you would like your system set.

```
System Set
Select A B or C
```

Within 5 seconds of entering your code you must press either the B ▶ or C key to select one of the part-set programs. The display will acknowledge this by displaying name of the program being set.

The bottom line on the display may have been edited during installation to read a different message, for example it may read NIGHT TIME. Leave the protected area by the exit route appropriate for that part-set.

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Performing a Quick-Set

Once you have selected the program to set, A, B or C, it is possible to override the programmed exit time by pressing the C key. This will give 5 seconds to vacate the protected area.

Cancelling the Exit procedure

If you key in your code, and then immediately decide not to set the system, you can cancel the exit procedure.

Key in your code ?????? to cancel the exit procedure or alternatively present a **proximity tag** to a keypad.

The inside sounder will stop, the keypad will display the 'System Unset' message for a few seconds and then display the time and date.

```
X SYSTEM UNSET X
```

Omitting zones during setting

It is possible to omit one or more detection zones when you set the system. The omitted zones will not be able to cause an alarm when the system has set. This facility may be useful if one of the detection zone has become faulty and keeps producing false alarms

The system will only Omit Zones for the duration of the SET period, the omitted zones are automatically reinstated once the system has been UNSET.

Because omitting a detection zone degrades the security provided by your alarm system, your engineer may have programmed only a limited number of zones to be omittable. Check your System Information to see which zones, if any, can be omitted.

Zones can be omitted by pressing the OMIT key during the exit period.

```
01:FRONT DOOR
Omit Zone: NO
```

The exit sound will stop, and the keypad will display the first zone from a list of zones that can be omitted. Use the ◀ A and B ▶ keys to step through the zones until the zone you want to omit is displayed. Now press the OMIT key to change the NO to YES.

Press the ENTER key.

The zone(s) will be omitted and the exit period will start again. You can omit as many zones as you want using this procedure.

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Unsetting the system

If your system is configured for police response then it is recommended that you use the proximity tag to Unset the system.

Unsetting the System

Entering the premises by the designated entry route will cause the entry period to start. The inside sounder will emit a slow beep-beep-beep sound. You must now key in your code ???? or alternatively present a **proximity tag** at the nearest available keypad to cancel the entry period. The length of time that you have is called the entry time; check your System Information for entry duration. During the last 10 seconds of the entry period the entry tone will raise in pitch to inform you of the urgency to enter your code or present the **proximity tag** to the nearest keypad.

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If you enter your code within the entry period the inside sounder will stop, the keypad will display the 'System Unset' message for few seconds and then display the time and date.

```
X SYSTEM UNSET X
```

```
Thursday 06-May
   03:30:00
```

Silence Alarm and Reset system

To silence an Alarm

If an alarm occurs whilst you are in or near to the premises the alarm can always be silenced by entering your code ⓒⓒⓒⓒ or alternatively present a **proximity tag**. If the system was set it will be unset at the same time. If the alarm occurs while you are away from the premises the outside and inside sounders will automatically stop after the bell time programmed by the engineer, see your System Information for the bell time.

When you enter your code after an alarm, the keypad will display the cause of the alarm.

```
INTRUDER
BACK DOOR
```

The second line shows additional information, such as the zone which caused the alarm. The system will now need to be reset as described in the next section.

To reset after an Alarm

After an alarm the system will need to be reset by entering a code ⓒⓒⓒⓒ . The display will alternate between the alarm cause and a prompt to enter a reset code.

```
Reset required
Enter Your Code
```

If this prompt is displayed you can reset the system using your own code. Key in your code ⓒⓒⓒⓒ .

After the system has been reset it may enter a fault lockout, see fault lockout see page 8.

To reset by Engineer Code

If the engineer has programmed the system for *engineer reset,* check the System information, it may need to be reset by an engineer code. First, try entering your code; if the keypad displays:

```
Engineer Reset
Required
```

You may need to call out the engineer to reset the system. Before you do this, check the System information to see if either the Remote PC Reset or Anti-code Reset options have been enabled, if so then go to the respective section in this booklet to reset the system.

Once the reason for activation has been determined the Engineer will reset the system by entering his code ⓒⓒⓒⓒ.

After the system has been reset it may enter a fault lockout, see page 8 .

To reset by Anti Code

If *Anti-code reset* has been enabled the keypad will display the 4-digit Quote code.

```
Quote Code nnnn
Enter Anti code
```

Make a note of this number nnnn (it is different each time you use this facility) and telephone your Alarm Receiving Centre (ARC). You may need to give details of the alarm and quote a password. You will also need to quote the 4 digit number nnnn. The Alarm Receiving Centre will quote a 6 digit number called an *anti-code*.

Key in the anti-code ⓒⓒⓒⓒⓒⓒ to reset the system. The display will either clear and the system will revert to unset mode, or it will display the number of faults which still exist - this is a fault lockout see page 8.

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To reset by Remote PC reset

Your engineer will have given you instructions on how to request a Remote PC reset.

When the Remote PC reset is received by your system, the keypad will display the 'System Reset' message for a few seconds. It will then either revert to the time and date display, or display the number of faults which still exist - this is a fault lockout.

Fault Lockout

```
System Unset by
Richard
```

After resetting the system the keypad display will either display the 'System Reset' message, or it will show a count of the faults which still exist. This is called fault lockout.

```
Faults: 1
ENTER to View
```

These faults must be cleared before the system can return to Unset mode.

To see a list of the faults press the ENTER key. The keypad will display each fault for 5 seconds. When all of the faults have been displayed it will again display a count of the faults. It will often be necessary to call out the engineer in order to clear these faults.

If you can, clear the faults until the display shows no faults.

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Shunt Group

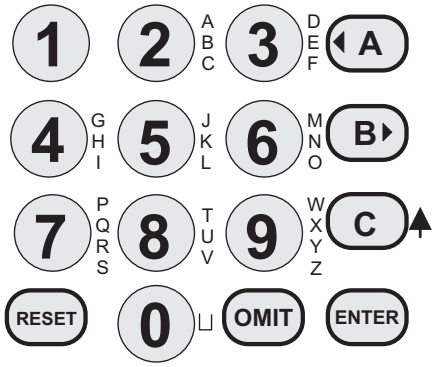
The Shunt Group facility allows part of the protected premises to be Unset without unsetting the whole system. This is often used to allow access to a garage or loading-bay area independently from the main area of the protected premises. Check your System Information to see if this facility has been provided.

The detection zones in the shunt group will operate normally; they will be set when the system is set, and unset when the system is unset. However, they can also be Unset (dis-arm) at any time by operating the **shunt group keyswitch**. Your installation engineer will give you details on how to do this.

Re-arming the shunt group is done with the keyswitch. However, if a detection zone in the group is in fault, eg a door has been left open, the group cannot be re-armed. An led located close to the keyswitch may light, or a buzzer may sound, when it is not possible to re-arm the shunt group. You must dis-arm the group by the keyswitch; this will turn off the led or buzzer. Enter the protected area and clear the faults before trying to re-arm the group again.

Using the keypad

The operation and programming of the panel is through routines called menus. There are 7 main menus, each divided down into sub-menus.



Finding and selecting a menu

On entering Manager code, the keypad will automatically display the main menu 1 screen.

Use the A and B keys to move up and down the main menus and press the ENTER key to access the menu required. The keypad will then display the sub-menus attributed to the main menu.

Again using the A and B keys to move up and down the sub-menus and press the ENTER key to access the required function.

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Item selector

When programming you will often be required to move through lists. This is done by using the A and B keys. An arrow on the right of the display indicates what is selected for programming.

Text description

Each user is identified within the system by a fully selectable 12 character text label.

During the programming of text description the numerical keys are used to select the number or the letters printed on the right of each key. For example if letter C is required. C is printed as part of ABC on key 2, so press 2 until C is showing on the display and then the cursor moves to the next character position.

The 1 key is used in the same way for 1 or the following characters - . , /. The 0 key is used for 0 or space.

Manager Facilities

The manager code is normally used to carry out system management functions. It is used to allocate and delete other user codes, test the system, view the event memory, etc.

On entry of the manager code when the system is in Unset mode the keypad will display the manager's first menu option.

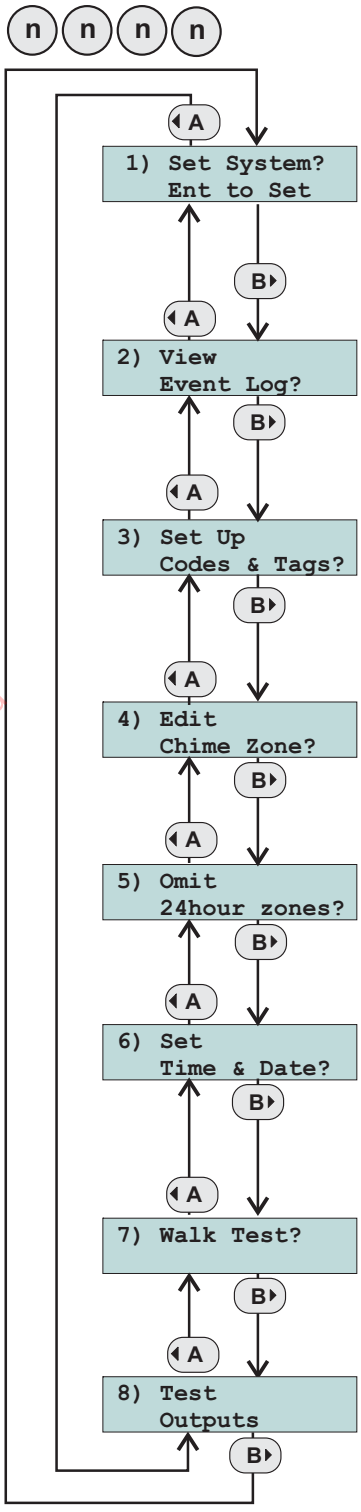
The manager has 8 similar menu options. Use the ◀ A and B ▶ keys to move through the menus. To perform a function press the ENTER key.

```
1) Set System?
   Ent to Set
```

The manager code can be used to Unset the system in the normal way. It can also be used to set the system, but the procedure is slightly different to the normal user code, see page 4 and 11..

Manager's menus

Type in the manager code to enter the manager's menus:



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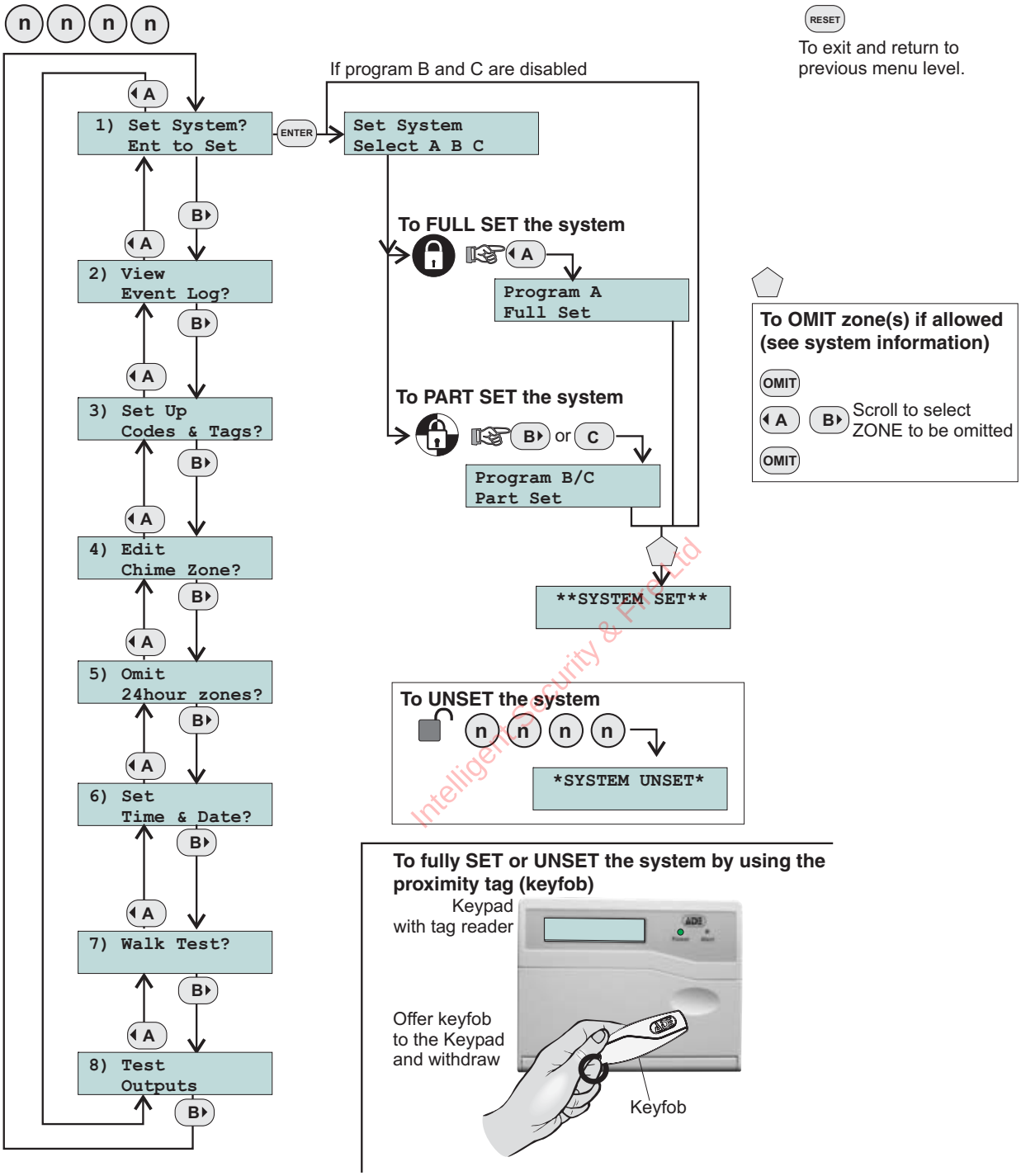
Manager's menu 1 - System Set

Menu 1 allows the **Manager** to Set the system. The options available are part-set and omit zones.

Type in the manager code to enter the manager's menus:



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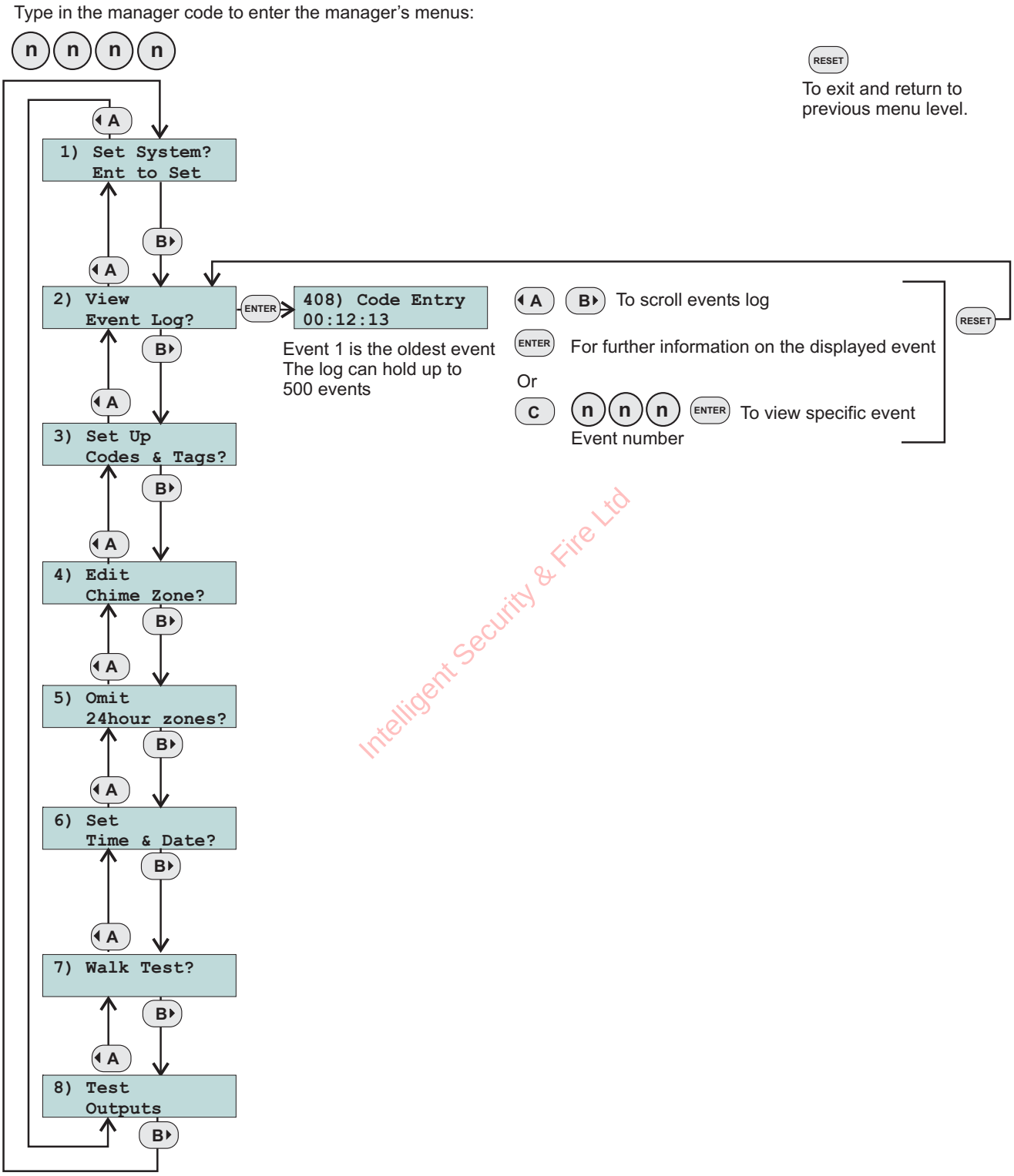
Manager's menu 2 - View Event Log

Menu 2 allows the manager to view the event log, which is a list of the last 500 events to occur.
The keypad will display the last event to be logged. Some events have additional information which can be viewed by pressing the ENTER key when the event is displayed.



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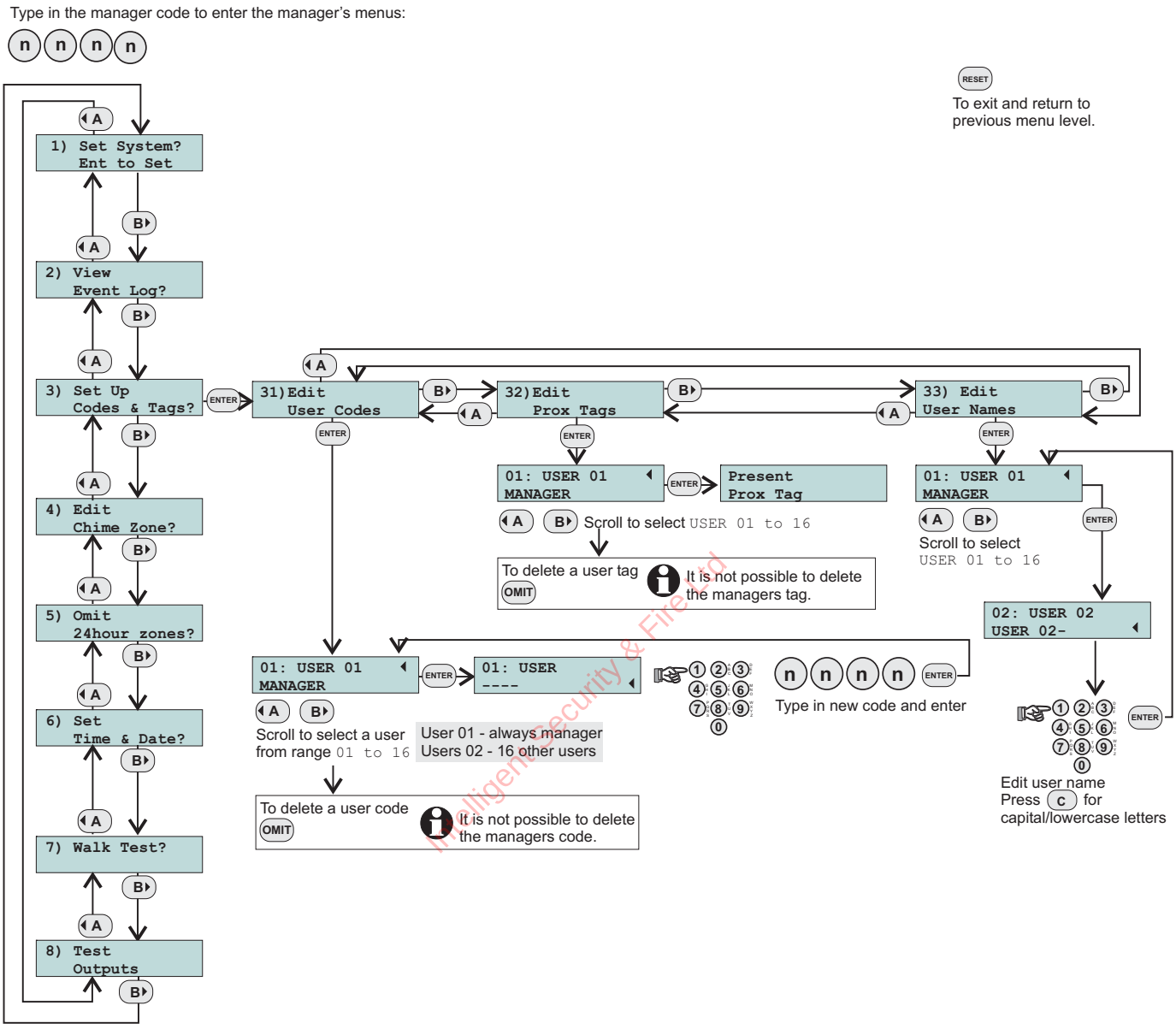
Manager's menu 3 - Set up codes and tags

This menu allows you to add, change or delete users from the system and **proximity tags** to be learnt by the keypad. Additionally the menu allows entry of the user names to user codes.


Type in the manager code to enter the manager's menus:
n n n n
RESET
To exit and return to previous menu level.
1) Set System? Ent to Set
2) View Event Log?
3) Set Up Codes & Tags?
4) Edit Chime Zone?
5) Omit 24hour zones?
6) Set Time & Date?
7) Walk Test?
8) Test Outputs
31) Edit User Codes
32) Edit Prox Tags
33) Edit User Names
01: USER 01 MANAGER
Present Prox Tag
Scroll to select USER 01 to 16
To delete a user tag
OMIT
It is not possible to delete the managers tag.
Scroll to select USER 01 to 16
02: USER 02 USER 02-
Edit user name
Press c for capital/lowercase letters
01: USER 01 MANAGER
01: USER ----
Scroll to select a user from range 01 to 16
User 01 - always manager
Users 02 - 16 other users
To delete a user code
OMIT
It is not possible to delete the managers code.
n n n n
Type in new code and enter
ENTER

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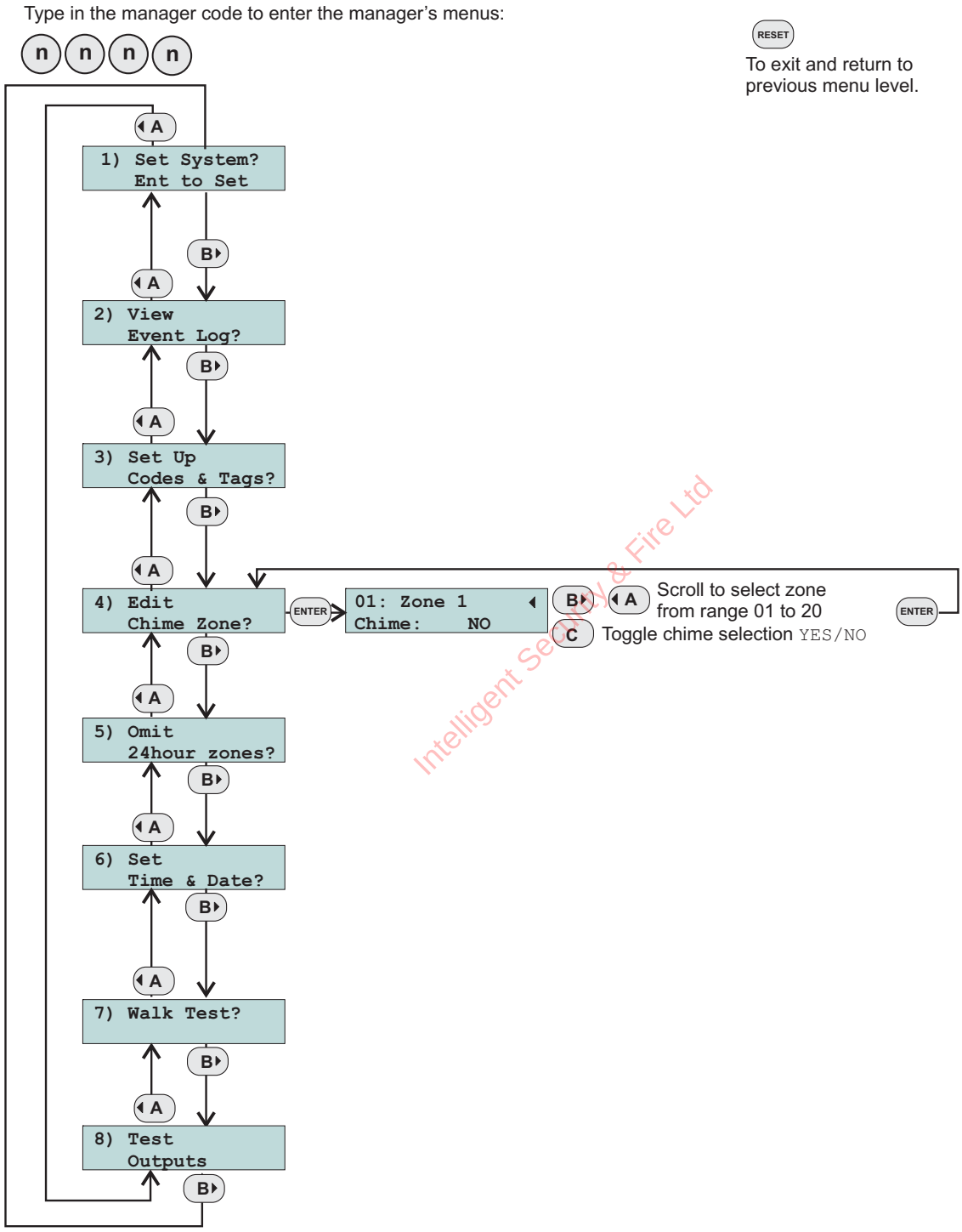
Manager's menu 4 - Chime zones

This menu allows individual zones to be selected for Chime. When a chime zone is activated keypad will display the name of the zone, and the inside sounder will emit a single dee-daa sound and then stop. This is often useful in shops to warn of a customer entering through the shop door, or in a house to warn of a potential intrusion through the back door.



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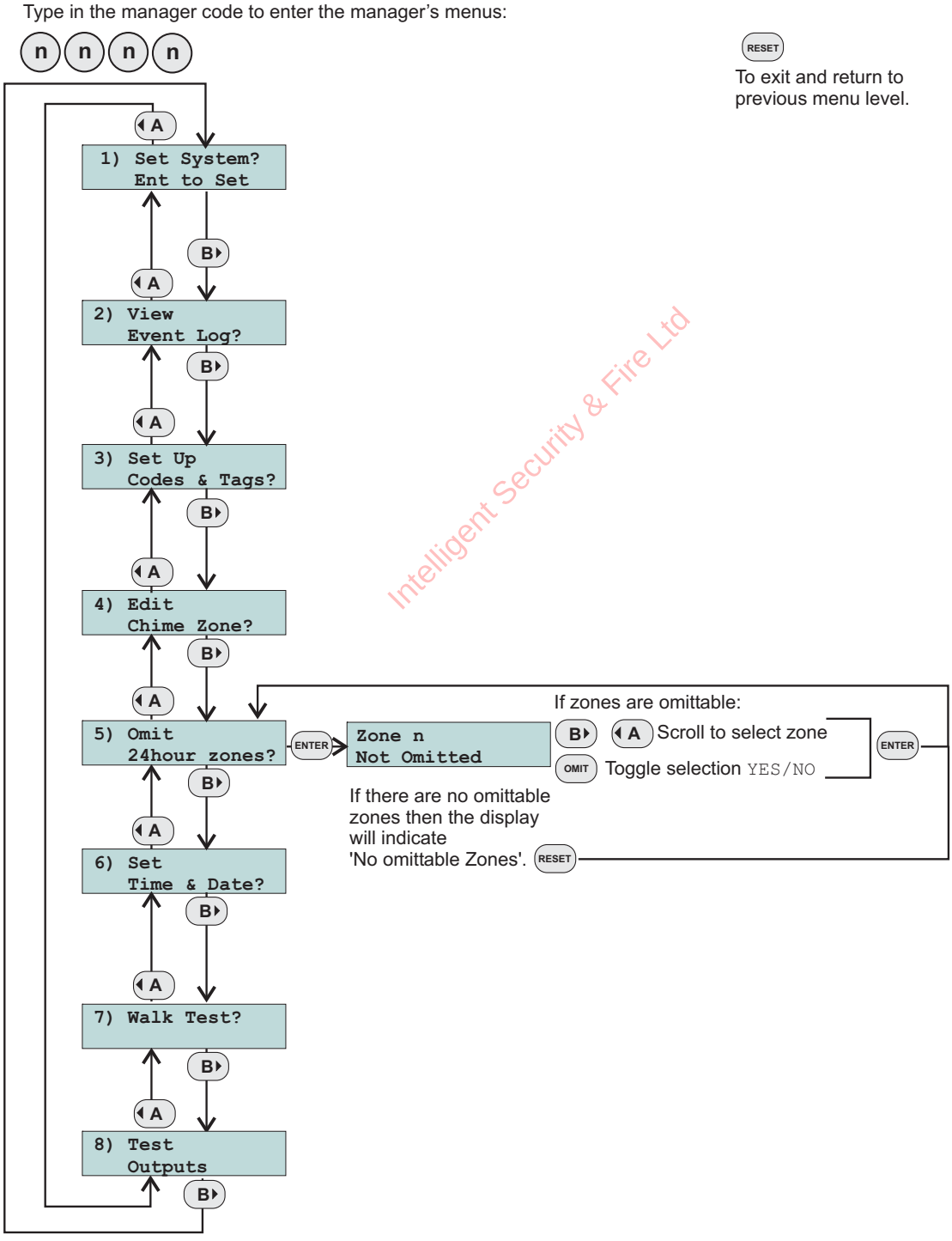
Manager's menu 5 - Omit 24 hour zones

This menu allows the manager to omit 24 hour zones. A 24H zone is armed all of the time, whether the system is set or not. Violating that zone will always cause an alarm. The manager can omit a 24 hour zone if it has been programmed as omittable by the engineer. A zone which has been omitted cannot cause an alarm. Check your System Information to see if any 24 hour zones are omittable.

Any 24 hour zones which have been omitted by the manager will automatically be re-instated when the system is set. It is not possible to omit 24 hour zones when setting the system. The system will not set if a 24 hour zone is faulty, the fault must first be rectified.

For example the garage can be a 24 hour zone which can be omitted during unset period. Which allow access into the garage while the system is unset.



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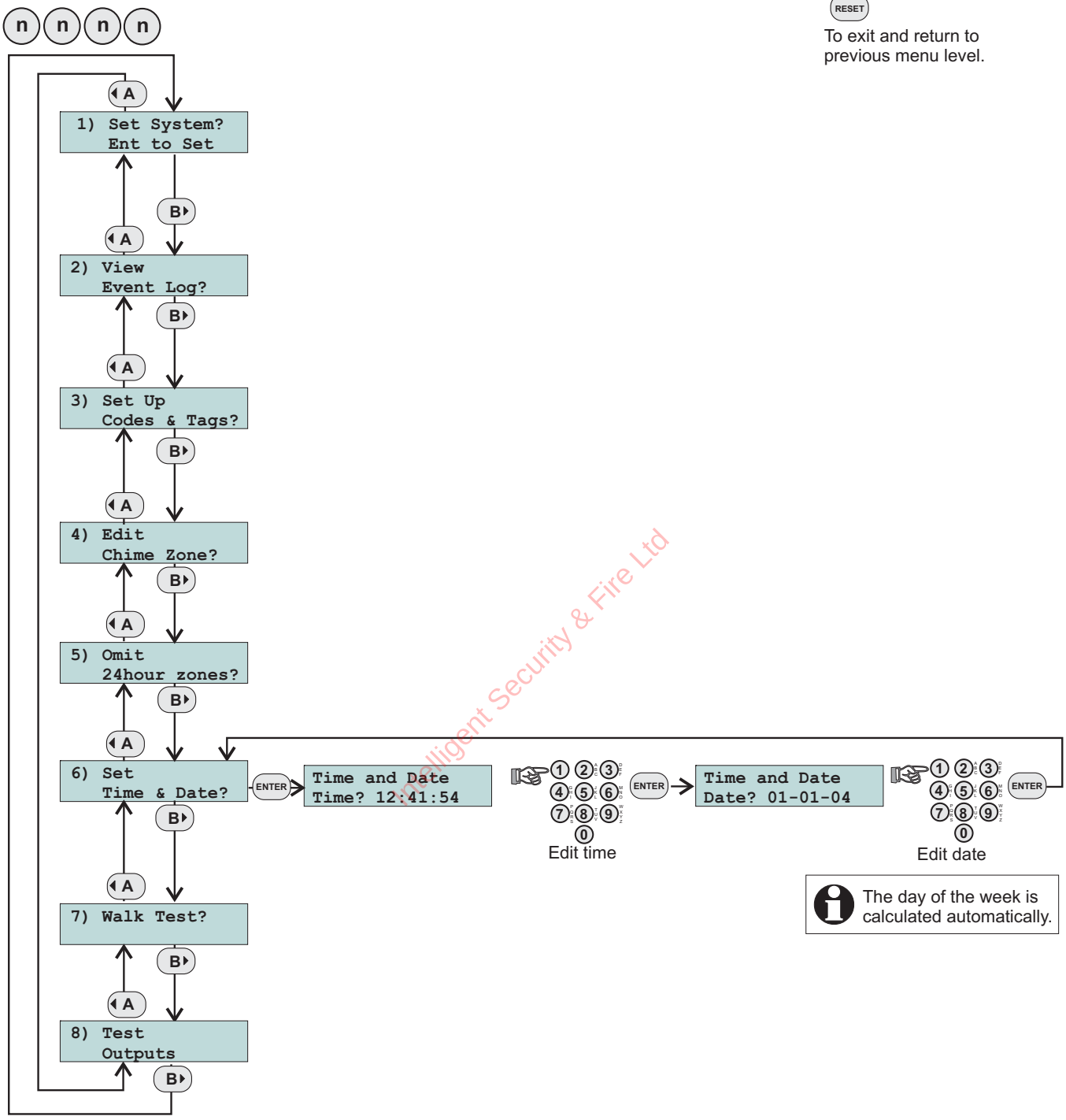
Manager's menu 6 - Time and date setting

The keypad displays the current time in 24 hour format, so 1pm is 13:00, so key in the correct time.

Type in the manager code to enter the manager's menus:



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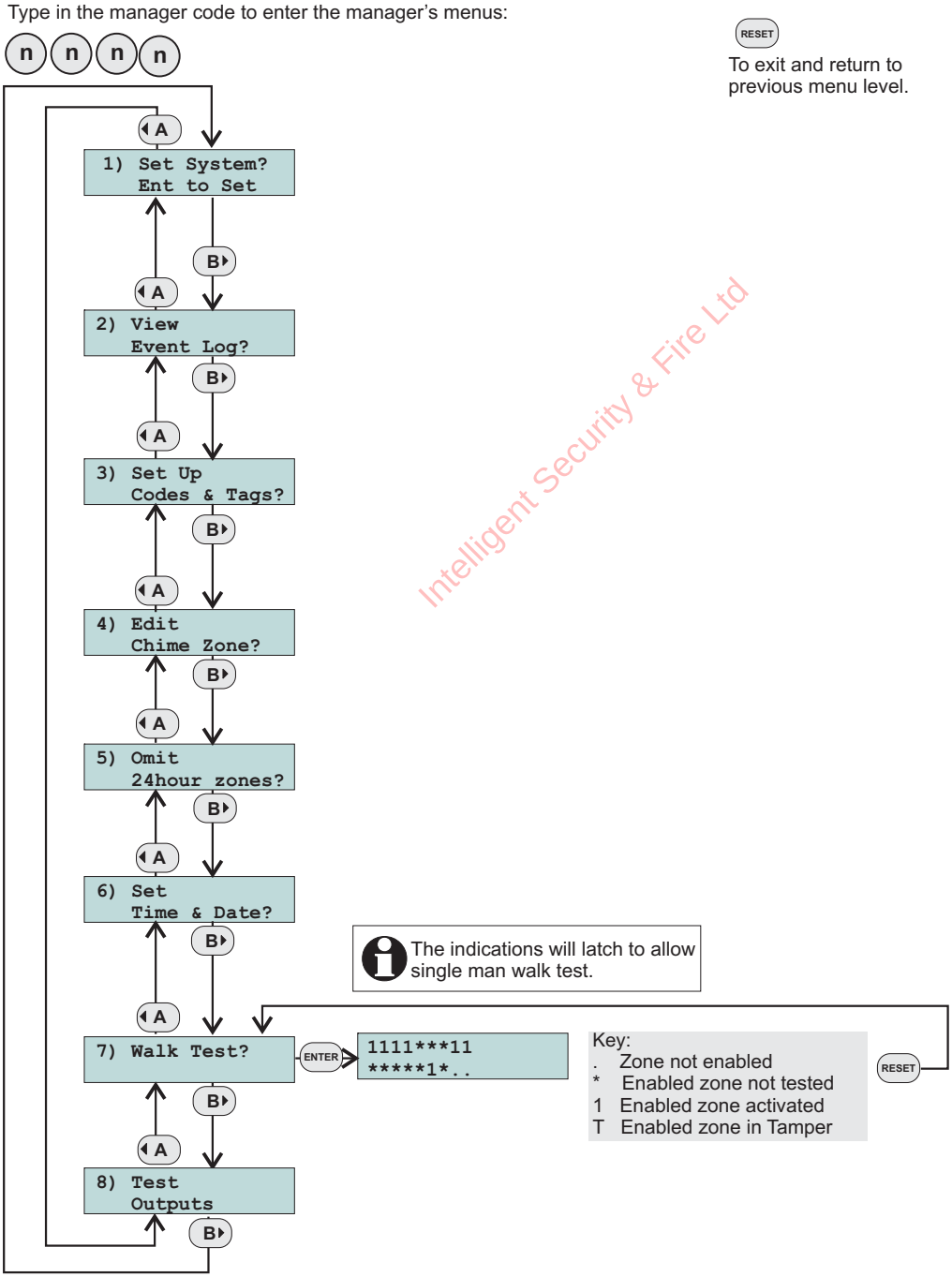
Manager's menu 7 - Walk test

The walk test allows you to check the operation of all of the security zones in your system in order to prove that they still work correctly. Your engineer will advise how often you should carry out a walk test.

On starting the walk test the keypad display will show a '*' for each zone which has been enabled but has not yet been tested. Zones which have not been enabled are displayed as dots. The top left of the display represents zone 1, the top right is zone 10, the bottom left is zone 11, the bottom right is zone 20.

The PA buttons and smoke detectors zones cannot be tested with the walk test menu option. Any activation of these devices will cause an alarm condition.

Each time that an enabled zone is activated the inside sounder will produce a warble sound, and the display will change to show a '1' in the appropriate position. The inside sounder will stop when all zones have reset.



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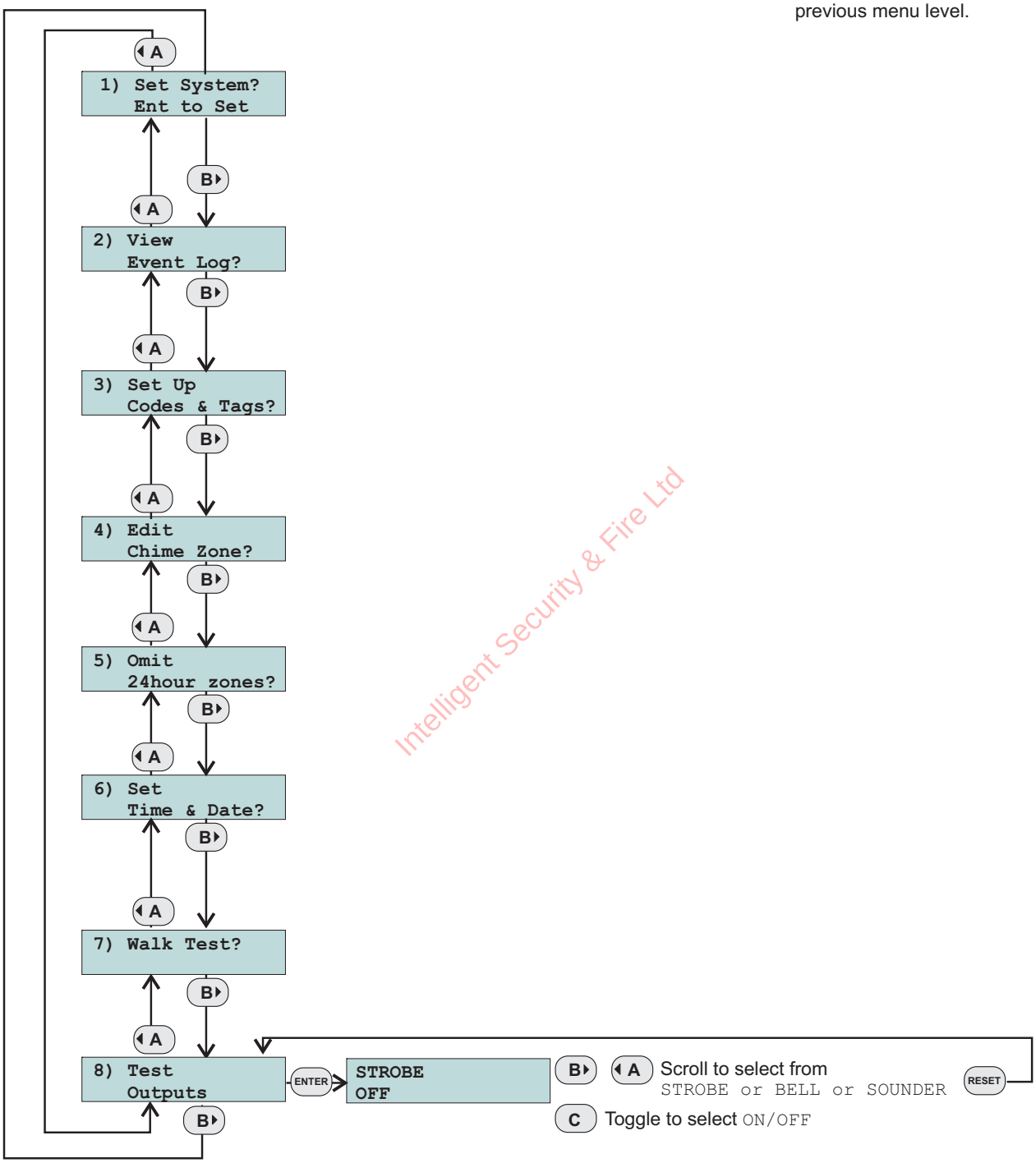
Manager's menu 8 - Test Outputs

The manager can test the outputs of the system by switching each one On and Off, all of the Strobe, Bell and internal speaker sounders can be tested.

Type in the manager code to enter the manager's menus:

n n n n

RESET
To exit and return to previous menu level.



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Events description

The following is a list of all of the events and faults for which the system monitors. These are stored in the event memory which may be viewed by the manager. Some of these events may be shown as the cause of an alarm when the system is unset after an alarm. Some may be displayed in the fault lockout after an alarm.

EVENT	Description
24 HOUR ALM	Logged when a 24 hour zone has operated.
AUX FTC	Logged when a *Fail to communicate* signal is received from *Auxiliary communication equipment*
AntiC RESET	Logged when the system is reset by means of an anti-code.
AUX FUSE FAIL	Logged when the 12V SPEAKER fuse has failed.
AUX FUSE OK	Logged when the 12V SPEAKER fuse is replaced after a failure.
BATTERY FAIL	Logged when the on-load battery voltage falls below 10.8V.
BATTERY OK	Logged when the battery voltage has risen above 11.4V following a battery failure.
BELL FUSE FAIL	Logged when the BELL/STROBE fused has failed.
BELL FUSE OK	Logged when the BELL/STROBE fuse is replaced after a failure.
BOX TAMPER	Logged when the general tamper loop or box tamper has opened.
BOX TAMPR OK	Logged when the general tamper loop or box tamper has closed.
CLEAR LOG	Logged when NVM fault log is reset.
CODE ENTRY	Logged when a valid code is entered by USER n.
CODE TAMPER	This is logged in either Day or Set modes when more than 5 unsuccessful attempts at entering a code have been made.
ENG ACCESS	Logged when the Engineer menu is used.
ENG FINISH	Logged when the Engineer menu is exited.
ENG'R RESET	Logged when the system is reset by an Engineer code.
ENTRY DEVIAT	Logged during the entry period when an Immediate zone is activated.
ENTRY START	Logged in the set period when an entry/exit zone is opened which causes the entry period to start.
FIRE ZONE	Logged when a Fire zone is activated. Includes the zone number.
iD LINE OK	Logged when iD short circuit is removed.
iD SHORT	Logged when excessive current flows in the iD line indicating a short circuit across the lines.

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INTRUDER	Logged when a Security or 24 Hour zone is activated. Includes the zone number.
LOCAL LG OFF	Logged when the local PC connection has ended.
LOCAL LOG ON	Logged when the local PC successfully connects to the panel.
MAINS FAILED	Logged when there is a mains supply failure to the panel.
MAINS OK	Logged after a previous MAINS FAILED when the mains power has been restored.
NEW TIME/DATE	Logged when either the time or date is changed, it records the time and date after the change.
NVM INIT	Logged when the engineer forces the NVM to be re-initialised.
OLD TIME/DATE	Logged when either the time or date is changed, it records the time and date before the change. This event is always followed by NEW TIME/DATE.
PA	Logged when either a Silent or Audible PA or PA zone is activated. Includes the zone number.
PC LOG OFF	Logged when the remote PC Logs off from the system.
PC LOG ON	Logged when the remote PC logs on (connects) to the system.
PC PRG ABORT	Logged when the remote PC aborts the download.
PC PRG START	Logged when the remote PC starts a download of the programming data.
PC PROG DONE	Logged when the remote PC successfully downloads a new system setup.
PC RESET	Logged when the system is reset by the remote PC.
POWER UP	Logged after a system power up.
PROX TAG	Logged when a tag is used, USER n.
PUSH TO SET	Logged when a Push to Set zone is used to compete setting procedure.
RKP FAILED	Logged when an RKP fails to respond to the control panel.
RKP OK	Logged when failed RKP comes back on line.
RKP PA	Logged when RKP x PA buttons are operated.
RKP TAMPER	Logged when RKP case tamper has closed.
RKP TAMPER	Logged when the tamper switch in the RKP is opened. Includes the RKP number.
RKP TAMPER OK	Logged when RKP case tamper has opened.
SET BY	This event is logged when the system is set. It identifies the user who set the system.

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SILENT PA	This event is logged when a silent PA has operated.
SOAK CLOSE	This event is logged when soak zone has closed.
SOAK OPEN	This event is logged when soak zone has opened.
START UP	Logged when the system event handler has started following power up.
SYSTEM REARM	Logged when system is re-armed after a bell timeout.
SYSTEM UNSET	Logged when the system has been unset by a user.
TEL FAULT	This event is logged when there is a phone line fault.
TEL LINE OK	This event is logged when there is a phone line recovery after a failure.
USER RESET	Logged when the system is reset by a user code.
ZEX FAILED	Logged when the zone expander communication has failed.
ZEX OK	Logged when the zone expander communication has recovered.
ZEX TAMPER	Logged when the zone expander case tamper has operated.
ZEX TAMPR OK	Logged when the zone expander case tamper has closed.
ZONE EXCLUDED	Logged when the system has excluded a zone at re-arm.
ZONE OMITTED	Logged when the user omits a zone during setting the system.
ZONE TAMPER	Logged when the zone tamper has operated.

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System Information

Detection Zones

Zn No.	Description	Type Security, Fire,etc..	Programs A	B	C	Permit Omit	24 hr Zone	Group shunt
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								

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Programs, Codes and other settings

Programs	Enabled	Exit Mode	Entry time	Exit time	Entry/exit route
A	✓				
B					
C					

User number	User name	Code	Prox. Tag
1 (always manager)			
2			
3			
4			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			

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On-board Digi modem	YES / NO
Signalling Device fitted	YES / NO
Permit Entry Deviate	YES / NO
Engineer Reset	YES / NO
Remote PC Reset	YES / NO
Anti-code Reset	YES / NO
6 digit code	YES / NO

Alarm Receiving Centre details

ARC Number	
Name	
Account No	
Password	

Bell time	minutes
Confirmation time	minutes
Bell delay	minutes

Outputs

Output number	Description
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	

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